

selecting grammar and syntax compatible with the non-object oriented computer environment;

developing object oriented extensions, wherein an existing application of the non-object oriented computer environment remains executable and wherein the new object oriented computer environment accesses information of the non-object oriented computer environment; and,

preparing the new object oriented computer environment, wherein the new object oriented computer environment includes requirements, grammar, syntax and object oriented extensions.

2. (Original): The method of Claim 1, wherein the step of identifying an existing object oriented computer environment includes identifying a commercially available object oriented computer environment.

3. (Original): The method of Claim 1, wherein the step of identifying the non-object oriented computer environment includes identifying a legacy non-object oriented computer environment.

4. (Original): The method of Claim 3, wherein the legacy non-object oriented computer environment includes a user language interface and data structures.

5. (Original): The method of Claim 3, wherein the legacy non-object oriented computer environment allows multiple users.

6. (Original): The method of Claim 3, wherein the legacy non-object oriented computer environment includes a distributed environment.
7. (Original): The method of Claim 1, wherein the non-object oriented computer environment allows simulation modeling.
8. (Original): The method of Claim 6, wherein the non-object oriented computer environment allows simulation modeling for the analysis of the performance software executing in a computer system.
9. (Original): The method of Claim 1, wherein the step of selecting grammar and syntax includes selecting the semantics of the non-object oriented computer environment.
10. (Original): The method of Claim 1, wherein the step of selecting grammar and syntax includes selecting semantics compatible to the non-object oriented computer environment.
11. (Original): The method of Claim 1, wherein the step of selecting grammar and syntax includes selecting the semantics of the existing object oriented computer environment.
12. (Original): The method of Claim 1, wherein the step of developing object oriented extensions includes developing an object header structure and an object data structure.

13. (Previously presented): The method of Claim 12, wherein the step of developing an object header structure includes developing an object header structure that provides a unified object oriented interface to a user and internal objects.

14. (Previously presented): The method of Claim 12, wherein the step of developing an object data structure includes developing an object data structure containing a data structure of the non-object oriented computer environment.

15. (Original): The method of Claim 1 further comprising the step of developing general-purpose utility classes.

16. (Original): The method of Claim 1, wherein the step of preparing the new object oriented computer environment includes creating new code.

17. (Original): The method of Claim 1, wherein the step of preparing the new object oriented computer environment includes creating an operating system.

18. (Original): The method of Claim 1, wherein the new object oriented computer environment includes an object oriented computer language.

19. (Cancel).

20. (Cancel).